

RAPTOR ATTACK



Mo 8", Fa 3/4/6, ag 0, Me 0, Claw
 Slash Bst+1
 causes MT at 6" FV3,
 2-3 raptors attack front figure
 3-4 - 3 raptors attack from side
 5-6 - 2 raptors attack rear figure
PLAY IMMEDIATELY
 Play on another party or it affects
 you!

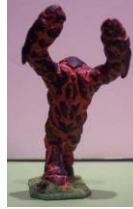
4 Jumping Dinosaurs



Will try to jump at Balloons at less
 than 8" altitude. Catch hold on d10
 roll of 2 - 1 per inch altitude.

Mo 6", Fa 3/4/5
 Ag 4, Me 0
 Causes MT FV4 within 6"
 Play on any balloon.
 You may keep this card.

LAVA BEAST



Place within 9" of volcano or lava pit.
 Mo 4", Fa 3/4/6, Ag -1, Me 3.
 Causes MT FV4 within 6" Causes
 fire in contact with combustible
 material
 Takes 3 hits to drop
**Play on another party or it
 affects you!**

UNKNOWN CREATURE Blue Howler



Pack of 3
 Mo 6", Fa 2/3/5, Ag 0, Me 0.
 Causes MT FV2 within 6": Fear Roar
 range 4" FV4
PLAY IMMEDIATELY
 Play on another party or it affects you

Triceratops



Move all triceratops now.
 Any within 6" range will attack
 on a roll of 7+
 Mo 4", Fa 5/6/7
 Ag -1, Me -1
 Causes MT FV1 within 6"

Stupid and very short sighted.
 If suddenly disturbed, it will
 charge in a straight line.
 Can be avoided on 3+ on d6

Sauropods



Move all sauropods now.
 Any within 4" range will attack
 on a roll of 7+
 Mo 4", Fa 5/6/7
 Ag -1, Me -1
 Causes MT FV1 within 6"

Lone Tyrannosaur



Looking for an easy meal.
 Will attack anything within neuserk
 range.
 Mo 6", Fa 5/6/7
 Ag 3, Me +5
 Causes MT FV4 within 6"

Stegosaurus



Move all stegasaurus now.
 Any within 3" range will attack on a
 roll of 7+
 Mo 4", Fa 4/5/6
 Ag -1, Me +2
 Causes MT FV2 within 6"
 A truly stupid creature.

Hadrosaur



Move all Hadrosaurs now.
 Any within 4" range will attack
 on a roll of 7+
 Mo 4", Fa 4/5/7
 Ag -1, Me +1
 Causes MT FV1 within 6"

Ankylosaurus



Move all Ankylosaurs arg now.
 Any within 3" range will attack
 on a roll of 7+
 Mo 4", Fa 5/6/7
 Ag -1, Me +2
 Causes MT FV1 within 6"
 Tail hit Bst +3
 1-2 Flinch; 3-4 Stagger
 5-6 Down

UNKNOWN CREATURE Blue Eared Worm















A pack of 3 within 3" of river
 Mo 4", Sw 6"
 Fa 2/3/5, Ag -2,
 Me -1, Bst 2
 Trap on D6 5+ if wins melee.
 Causes MT FV2 within 6"
PLAY IMMEDIATELY
 Play on another party or it
 affects you!

UNKNOWN CREATURE Brown Striker



Mo 6", Fa 2/3/5,
 Ag 0, Me -1.
 Causes MT FV2 within 6"
PLAY IMMEDIATELY
 Play on another party or it affects
 you!

<p>Giant Crab</p>  <p>Swarm of 4 Mo 4", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores water terrain penalties.</p> <p>PLAY IMMEDIATELY Place on beach area.</p>	<p>Giant Spider</p>  <p>Swarm of 4 Mo 6", Fa 2/3/5, Ag 3, Me -1. Causes MT FV2 within 6": Ignores terrain penalties except water. PLAY IMMEDIATELY Play on another party or it affects you</p>	<p>UNKNOWN CREATURE Giant Millipede</p>  <p>Mo 4", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores terrain penalties except water. PLAY IMMEDIATELY Play on another party or it affects you</p>	<p>Octopus</p>  <p>Attacks boat or people within 3" of shore. Can reach onto the mound by the sea. Roll d6 and octopus catches hold of a human on 5+ and a boat on 4+ Drags boat under water on d6 rol of 6 Mo 4", Fa 2/3/5, Ag -1, Me 0. Causes MT FV2 within 6": Ignores water penalties - double terrain penalties on land.</p>
<p>THUD! Pygmy catapult</p>  <p>A volley of stones hurtles down on your party. Roll a d6 for each member and on a 1-3 they are hit by a stone. D6 1,2=Flinch, 3,4=stagger 5,6=downed Take saving throw at +1</p>	<p>Pygmy attack</p>  <p>D6+2 Pygmies ambush you Mo5", Fa 2/3/5, Ag 2, Me -1 Blowpipe 12", Shots 1-4=1, 5-6=2 2"=3+, 4"=4+, 8"=5+ Anyone hit is poisoned on 5+ and takes an extra hit. Javelin 0-3" 3+ 3-6" 5+ Spear +2 first round of fighting Club -1 in fighting but 2 off saving throw if he wins.</p>	<p>UNKNOWN CREATURE Black Millipede</p>  <p>Mo 4", Fa 2/3/5, Ag 1, Me +1. Causes MT FV2 within 6": Ignores terrain penalties except water. PLAY IMMEDIATELY Play on another party or it affects you</p>	<p>UNKNOWN CREATURE Giant Wasp</p>  <p>Mo (fly) 10", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores terrain penalties. PLAY IMMEDIATELY Play on another party or it affects you</p>
<p>UNKNOWN CREATURE Voracious Worm</p>  <p>Mo 3", Fa 4/5/6, Ag -2, Me +2. Causes MT FV4 within 6":</p> <p>Place within 6" of swamp</p>	<p>UNKNOWN CREATURE Great Fire Worm</p>  <p>Swarm of worms. Mo 3", Fa 2/3/5, Ag -1, Me -2. Causes MT FV2 within 6":</p> <p>Place within 9" of volcano.</p>	<p><u>ATTACK ON BALLOON</u> UNKNOWN CREATURE Gargoyle Bat</p>  <p>Flock of 3 Mo 18", Fa 4/5/6, Ag 1, Me -1 Causes MT FV1 within 6" Dive attack +1 Drop stone d6 5+ to hit Bst 1 Play this card immediately. It affects any airborne balloon. If not your balloon is attacked wherever it is.</p>	<p><u>ATTACK ON BALLOON</u> PTERODACTYL</p>  <p>A pterodactyl attacks the balloon. If fired at and any hit scored then the pterodactyl is driven off. If it attacks the balloon it inflicts d6 damage and the balloon falls that distance in inches NEXT turn. The damage can be repaired in two complete turn on the ground. Play this card immediately. It affects any airborne balloon. If not your balloon is attacked wherever it is.</p>

Purple Puff Ball

The purple globes produce a scent that is very soporific - select a victim at random.

Gas radius 2”.

- 1 victim is overcome falls into puff ball and disappears (those in a vehicle = apparently dead)
- 2 victim partly overcome and downed
- 3-4 victim partly overcome and staggers
- 6 victim slightly affected flinches.

Those who try to cross then have to contend with the “Pink Ooze Globes”. While the ooze looks and smells sweet it is dangerous. The ooze is highly toxic and very sticky. It is easy to become trapped in it (saving throw D6 1-3 on d6).

The plants’ roots then spread around and between the rocks where they entrap the victim. The ooze then digests the hapless victim slowly. YUK!

Anyone trapped takes a saving throw each turn.

those overcome collapse and their roots start to trap the victim. Once this happens a corrosive sap is exuded and this dissolves the victim.

A horrible way to go!



Sulphurous Ponds

These give off sulphurous gas that chokes and blinds.

They are only deadly if you are daft enough to fall in.

Humans dice (d6) if 3” away from the pond.

1-3 eyes sore -1 to all die rolls for a turn.

4-6 choking and driven off.

Those who actually venture in lose 2” move and suffer -1 on all die rolls.

Within 1” of the pond dice, 1-3 fall in and die!

The huge crystals of pure volcanic chemicals are of high value but are dangerous to collect!



The Swamp

Half move rate in swamp

The swamp is full of biting insects. In addition to the normal half move rate all human parties must dice (D6) each turn:

1 = random figure sinks and must be pulled out by another

2 = random figure stops to swipe away a swarm of mosquitoes

3-6 OK



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